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KEMCO ▲ SEIKA

NES-OP-USA★

SNOOPY'S™

Silly Sports Spectacular!

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accesssories to ensure complete compatibility with your Nintendo Entertainment System®.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all time. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. It could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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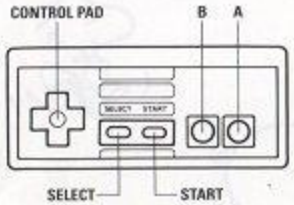
Welcome to Snoopy's International Games!

The competition consists of six events set in different parts of beautiful Italy and

Greece. Perhaps you have what it takes to set a new World Record! Let the games begin!



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1:
Used for player vs. computer and for first player in player vs. player.

Controller 2:
Used for second player in player vs. player.

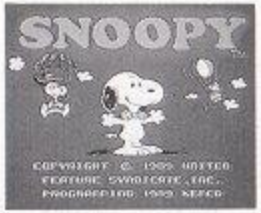
Control Pad:
Used to move Snoopy and wind up to throw the boot.

SELECT Button:
Used to pause the game.

Start Button:
Used to start the game and may also be used to pause the game during play.

A Button:
Used to jump in the Sack Race and Pogo events, throw the boot in the Boot Throwing competition, push your opponent in the Overboard event, walk in the Pile of Pizza race, and to run in the River Jump.

B Button:
Used to plant your pole in the River Jump.



HOW TO PLAY

Starting the Game:

After Snoopy appears on the title screen, press START to begin the game.

Choosing the Game Mode:

You may then choose from four different modes:

1 PLAY SELECT GAME lets one player participate in any one event.

2 PLAY SELECT GAME lets two players compete in any one event.

1 PLAY TOTAL GAME lets one player participate in all events.

2 PLAY TOTAL GAME lets two players compete in all events.

Use the control pad to move the flashing heart to the desired mode and press START.

Game Select:

If you chose either the 1 PLAY SELECT GAME or 2 PLAY SELECT GAME modes, you can then choose in which event you would like to compete. Use the control pad to move the flashing heart to the desired game and press START. After completing an event you can try again if you like.

If you chose to play the TOTAL GAME, you will automatically begin with the first event, the Sack Race.

The Objective:

The objective is to get the highest score in each of the six events:

Sack Race:

Hop forward towards the finsh line while avoiding the manhole covers and your oppponent.

Boot Throwing:

Grab the boot with both hands, take a big windup, and let it fly!

Pogo:
Use your pogo stick to jump over the obstacles.

Overboard:
Push your opponent off the rocking gondola and into the water.

Pile of Pizza:
Carry the stack of pizzas across the finish line as fast as possible.Be careful not to drop any!

River Jump:
Use your pole to pole vault over the river.

How to Play:

Sack Race

The Sack Race takes place in a small Italian town at the foot of Mount Vesuvius. Wait for the red balloon to pop signaling the start of the race. Be careful not to jump the gun or you will lose points!

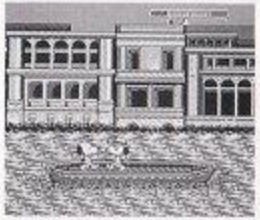
Press and release the A button to jump forward. Use the control pad to maneuver around the man hole covers which can trip you when they open and close. If you fall too far behind, Woodstock will give you a helpful push, but you will also lose points. There is also a time limit of 50 seconds.

Boot Throwing:

Before the splendor of the ruins of the coliseum in Rome your goal is to throw the boot as far as possible. The key to success is a powerful windup and release of the boot at just the right moment.

To begin your windup, press Down on the control pad. As your swing begins, press the Right, Up, Left and Down directions on the control pad. Repeat this counter clockwise faster and faster to increase the speed of your swing.

Next you must release the boot by pressing the A button. Be careful to choose just the right moment to throw the boot. If you release it too early it may fly straight into the ground and may even hit your own



foot! If you throw it too late, the boot may go straight up or even backwards.

Pogo:

The Pogo race takes place before the ruins of the Parthenon. Push Right on the control pad and use the A button to jump over all of the barriers. You receive points for every obstacle you clear.

Overboard:

This competition is set in the canals of Venice. You must push your opponent out of the gondola and into the water.

Use the control pad to keep your balance as the gondola rocks back and forth. It is best to stay on the high side of the boat. Press the A button rapidly to push your opponent and force him out of the gondola. There is a time limit of 50 seconds.

Pile of Pizza

It takes steady nerves to carry this stack of 20 pizzas across the finish line! What better place for the competition than the Leaning Tower of Pisa?

Use the control pad to carefully walk towards the finish line while balancing the swaying stack of pizzas. Your score is based on the amount of time used and the number of pizzas left when you cross the finish line. There is a time limit of 80 seconds.

River Jump:

The River Jump takes place in Naples. Your goal is to use a long pole to pole vault over the river.

Press the A button rapidly to get a good running start. When you reach the edge of the river, press the B button to plant your pole in the river. If you time it just right, you'll land on the other side. Plant the pole too early and you may trip or end up in the river. You receive points for successfully reaching the other side of the river.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the recieving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 213-373-6127. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty whall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modifiacation, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective maerchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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